

I AM SORRY TO BE LATE! I WILL TELEPHONE OR MAIL YOU LATER!

FIG.4

RETRIEVE CHARACTER STRING	FILE PATH OR MEMORY ADDRESS OF CORRESPONDING ANIMATION DATA
!	DATA1
TELEPHONE	DATA2
MAIL	DATA3

RETRIEVE CHARACTER STRING	FILE PATH OR MEMORY ADDRESS OF CORRESPONDING ANIMATION DATA	PRIORITY
!	DATA1	5
TELEPHONE	DATA2	-7
MAIL	DATA3	12

FIG.6

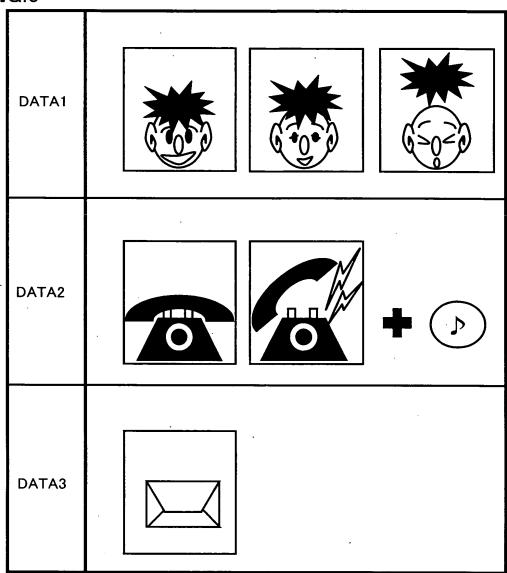


FIG.7A



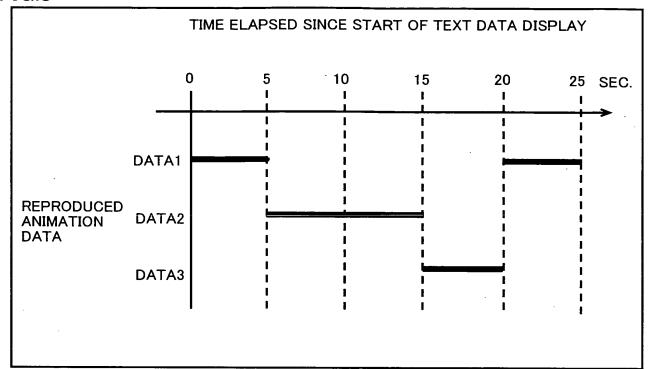
FIG.7B



FIG.7C



FIG.8



1MAIL
2TELEPHONE
3MAIL
4MAIL
5TELEPHONE

FIG.10

2TELEPHONE
3MAIL
4MAIL
5TELEPHONE
6MAIL

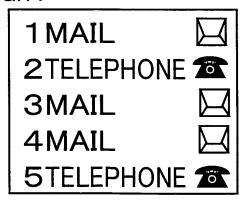


FIG.12

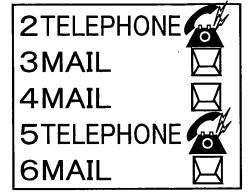


FIG.13

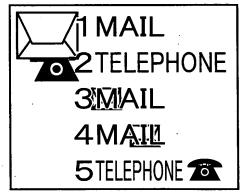


FIG.14

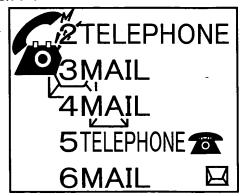
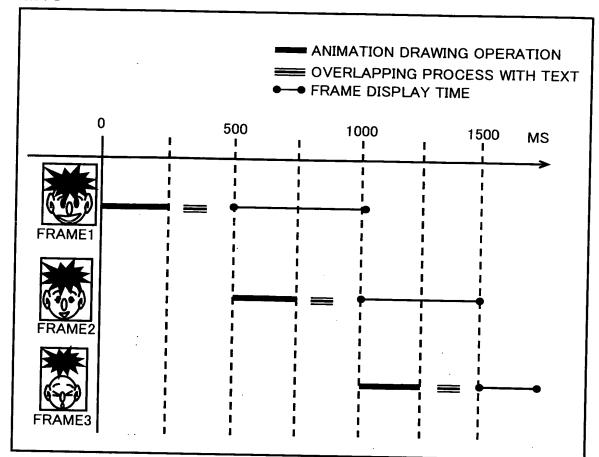
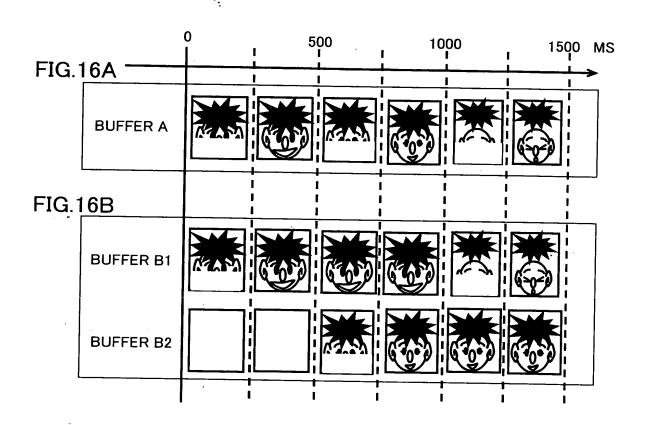
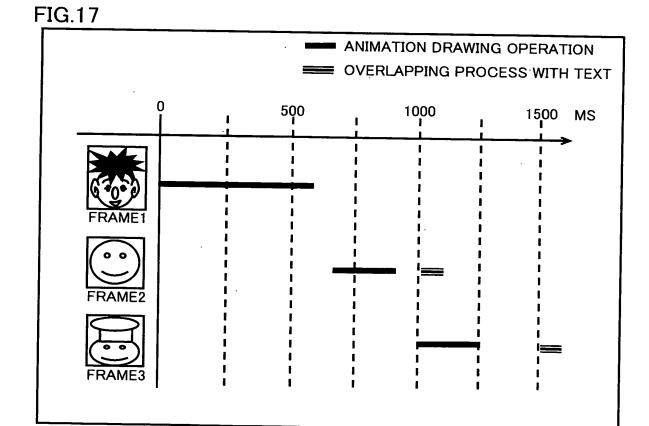


FIG.15









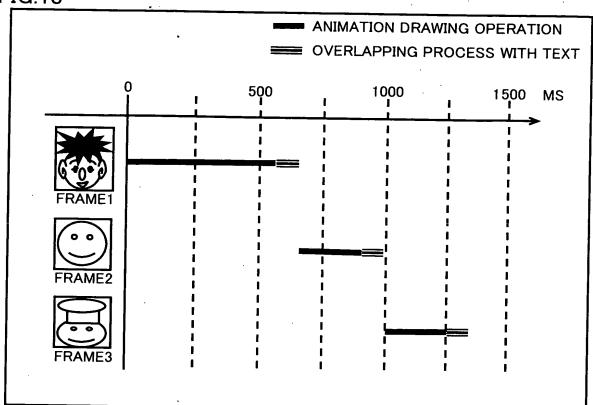
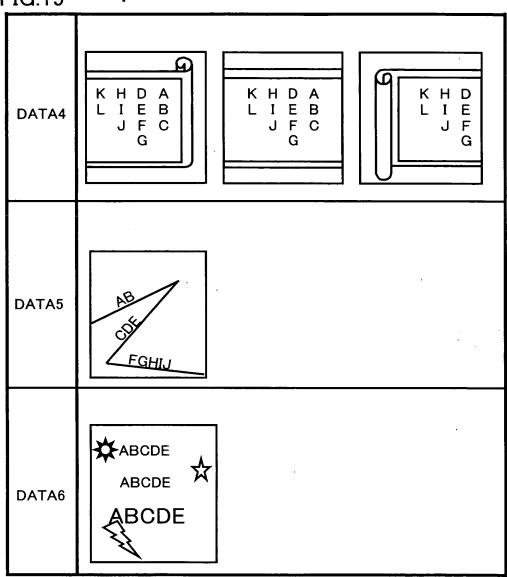


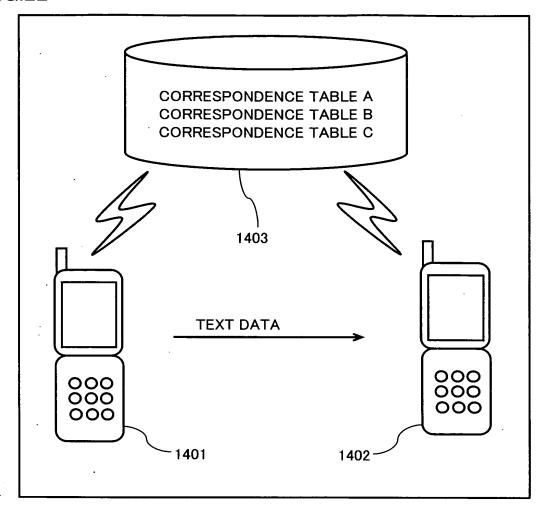
FIG.19



<html>
<head><title>TEXT1</title></head>
<body>
<!--TEXT2-->
TEXT3
</body>
</html>

NAME	TELEPHONE NUMBER	MAIL ADDRESS	ANIMATION DATA TO BE USED
SATO	09012345678	Sato@hoge1.com	DATA1
SUZUKI	07023456789	Suzu@hoge2.com	DATA2
YAMAMOTO	09034567890	Yam@hoge3.com	DATA3

FIG.22



01	From: "Yamada Taro" taro@send.com(tableA)	
02	To:"Suzuki Ichirou" <ichirou@recieve.com></ichirou@recieve.com>	
03	Subject:test	
04	Comments:http://hogehoge.com/tableB	
05	Keywords:tableC	
06	Date:Tue,18 Feb 2003 16:35:53 +0900	
07	MIME-Version:1.0	
80	Content-Type:text/plain;	
09	cherset="iso-2022-jp"	
10	Content-Transfer-Encoding:7bit	
11	X−Mailer:mailer name	

FIG.24

RETRIEVE CHARACTER STRING	CORRESPONDING ANIMATION DATA	THE DAY OF THE WEEK	
!	DATA1	MON, TUE, WED, THU, FRI	
	DATA2	SAT, SUN	
TELEPHONE	DATA2	EVERY DAY OF THE WEEK	
MAIL	DATA3	EVERY DAY OF THE WEEK	

RETRIEVE CHARACTER STRING	CORRESPONDING ANIMATION DATA	RANDOM NUMBER	
!	DATA1	2	
	DATA2	5,7	
TELEPHONE	DATA2	0-10	
MAIL	DATA3	0-10	

FIG.26

RETRIEVE CHARACTER STRING	CORRESPONDING ANIMATION DATA	PROBABILITY	
!	DATA1	0.2	
	DATA2	0.5	
TELEPHONE	DATA2	1	
MAIL	DATA3	1	

FIG.27A

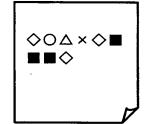


FIG.27B

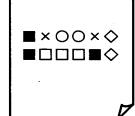


FIG.27C

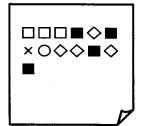


FIG.28

	0	Δ	×	◇■■
MAIL1	1	1	1	1
MAIL2	2	0	2	0
MAIL3	1	0	1	0

FIG.29

	RETRIEVE CHARACTER STRING
1	0
2	Δ
3	×
4	♦■■

FIG.30

<u>u.uu</u>	
COUNTER	CORRESPONDING ANIMATION DATA
1111	DATA1
2020	DATA2
2121	DATA3

